Theoretical Computer Science
Algorithms, automata, complexity and games

Volume 188, Numbers 1–2, 30 November 1997

Abstracted/Indexed in: ACM Computing Reviews, Compuscience, Computer Abstracts, Current Contents: Engineering, Technology & Applied Science, Engineering Index/Compendex, INSPEC Information Services, Mathematical Reviews, Zentralblatt für Mathematik

Contents

Tutorial

S.V. Nagaraj
Optimal binary search trees 1

Contributions

O. Heen
Linear speed-up for cellular automata synchronizers and applications 45

S. Sen
Lower bounds for parallel algebraic decision trees, parallel complexity of convex hulls and related problems 59

K. Romanik
Approximate testing and its relationship to learning 79

K.W. Regan and H. Vollmer
Gap-languages and log-time complexity classes 101

V. Grolmusz
On the power of circuits with gates of low L_1 norms 117

E. Goles and I. Rapaport
Complexity of tile rotation problems 129

A. Černý
On sequences resulting from iteration of modified quadratic and palindromic mappings 161

R. Freivalds and S. Jain
Kolmogorov numberings and minimal identification 175

J.-P. Allouche, F. von Haeseler, H.-O. Peitgen, A. Petersen and G. Skordev
Automaticity of double sequences generated by one-dimensional linear cellular automata 195

V. Gyuris
A short proof of representability of fork algebras 211

Notes

H. Shen
Optimal algorithms for generalized searching in sorted matrices 221

D.Y. Long, J. Ma and D. Zhou
Structure of 3-infix–outfix maximal codes 231

R. Liu
An improved Shellsort algorithm 241

Author index volume 188 249